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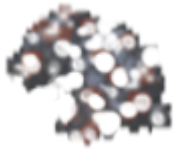
DebrisClass debris.t

Images

Shown above are the four regular images of debris.



Shown above is the image of damaged debris.

Procedures

SetX (ipX : int)

- Sets the X-coordinate of the debris based on the inputted integer

SetY (ipY : int)

- Sets the Y-coordinate of the debris based on the inputted integer

SetAngle (ipAngle : int)

- Sets the angle integer based on the inputted integer divided by 15

Accelerate

- Selects a random angle to accelerate the debris at
- Calculates a horizontal distance based on the sine of the angle
- Calculates a vertical distance based on the cosine of the angle
- Randomly selects a *regular* type of image to display

Show

- Draws the debris based on the selected colour

Move

- Adds the vertical distance to the Y-coordinate
- Adds the horizontal distance to the X-coordinate

Banish

- Displays the *damaged* debris image
- Places the debris offscreen
- Stops the movement of the debris

Functions

GetX : int

- Outputs the X-coordinate of the debris as an integer

GetY : int

- Outputs the Y-coordinate of the debris as an integer

IsTouching (ipX, ipY : int) : boolean

- Outputs false as a default
- Checks if the inputted integer location is within the radius of the debris hitbox and outputs true

Defaults

ConstructDebris (var opS : DebrisClass)

- Banishes the debris

DestructDebris (var opS : DebrisClass)

- Banishes the debris
- Frees all variables